

POKER FLATS CASINO
DROP STRUCTURE
CALIFORNIA GAMES

OMAHA-TEXAS HOLD EM -PINEAPPLE
LO BALL- DRAW POKER

\$1 TO \$2	\$2 DROP
\$2 TO \$4	\$3 DROP
\$2 TO \$4 SPLIT GAMES	\$3 DROP
\$3 TO \$6	\$3 DROP

DROP TAKEN BEFORE THE START OF GAME

5 CARD STUD- 7 CARD STUD

\$1 TO \$5	\$3 DROP
\$1 TO \$5 SPLIT GAMES	\$3 DROP
\$1 TO \$10 SPLIT GAMES	\$3 DROP
\$1 TO \$10	\$3 DROP

DROP TAKEN BEFORE THE START OF GAME

CALIFORNIA BLACKJACK (22)

\$5 TO \$10 \$1 COLLECTION FEE

DROP TAKEN BEFORE THE START OF GAME

MEXICAN POKER

\$1 TO \$5 \$2 DROP

\$2 TO \$10 \$3 DROP

NO LIMIT \$4 DROP

DROP IS TAKEN OUT OF POT AFTER THE FIRST BET
IS MADE AND CALLED

POKER FLATS CASION
DROP STRUCTURE
ASIAN GAMES

SUPER PAN 9

(PAN, SUPER 9)

\$5 TO \$40 \$1 COLLECTION FEE

\$10 TO \$10 \$2 COLLECTION FEE

DROP IS TAKEN BEFORE THE START OF GAME

PUSH 9

\$1 CONDITION 1 TO 6 PLAYERS \$2 DROP

\$1 CONDITION 7+PLAYERS \$3 DROP

\$2 CONDITION 1 TO 6 PLAYERS \$2 DROP

\$2 CONDITION 7+PLAYERS \$3 DROP

DROP IS TAKEN BEFORE THE START OF GAME

DOUBLE HAND POKER

(PAT GOW POKER)

\$1 TO \$40 \$1 DROP

\$41 TO \$100 \$1 DROP

\$101 TO \$500 \$2 DROP

DROP TAKEN BEFORE THE START OF THE GAME

POKER FLATS CASINO
SEQUENCE and ROTATION of the DESIGNATED
PLAYER POSITION

* All designated player positions are advanced on a clock-wise rotation. This sequence, or rotation is continued according to the numbered positions of each table. Should the player position return to the original starting position without any other player accepting the designated player position, than that particular game is ended.

POKER FLATS CASINO COLLECTION POLICY

* All collection amounts for individual card games other than "California" style games, is paid by the Player on the Dealer Button Position. The amount of the Collection is dependant on the betting structure of each respective game being dralt. At no time is any Collection or "House Fee" ever taken from the Players Pot.

LOWBALL

Game Description:

1) In California Lowball, the lowest or "worst" poker hand wins. The game is played with a 53-card deck which includes the Joker. The Joker must be used as the lowest card not already present in the player's hand. Most five-card draw Lowball games feature structured betting. There are two betting rounds, one before the draw and one after the draw. The betting limit after the draw may or may not be twice the amount before the draw. A player may look at two cards and kill the pot (double the big blind).

2) Rank of hands: The best Lowball hand is 5-4-3-2-A, and a 7-6-4-3-2 is better than a 7-6-5-3-2. Straights and flushes do not count against the player's hand.

3) A new player entering any Lowball game may get a hand with-out penalty in any position except the blind.

4) Check-raise is not allowed.

5) Before the draw, exposed cards of five and under must be taken. An exposed cards of five and under must be replaced after the deal has been completed.

6) After the draw, an exposed card(s) can not be taken. The draw will be completed, and the exposed card(s) will be relaced. All cards dealt off the table are treated as exposed cards.

7) After the draw, you must bet a hand of seven or better in order to be eligible to win after draw action. If a seven or less is checked, provided it is the best hand, all action after the draw is void. If you check any hand seven or better after the draw, you cannot win any subsequent bets although you are still eligible to win whatever existed in the pot before the draw. However, if you check a seven or better, and are beaten by a better hand, you will lose the entire pot including any additional calls you have made.

8) In the event of an all-in bet, a seven may call a short all-in bet after the draw and win. If players over-call the short bet from behind, they will receive their bets back. If the seven fulfills his obligation by making a full bet, all subsequent action will stand.

OMAHA POKER

Omaha Poker is frequently called Four Card Hold-Em because, except for a couple of variations, both games are the same. The differences are players are each dealt four cards in Omaha vs. two in Texas Hold-Em and player **MUST** use exactly two cards of their four, along with three of the common cards exposed on the table in order to form their five-carded poker hand. The traditional rankings of hand apply.

All general poker rules and Hold Em rules apply to Omaha games.

Standard 52-card deck is used.

Blinds are posted as in many other forms of poker.

Players are dealt four cards, face-down, one at a time, in rotation, in turn.

A round of betting ensues for players who wish to continue and contend for the pot.

Three cards are turned face-up in the middle of the table. These are commonly called the flop.

A round of betting ensues for players who wish to continue and contend for the pot.

A fourth card is turned next to the initial three.

A round of betting ensues for players who wish to continue and contend for the pot.

A fifth and final card is turned next to the previous four. These five cards are common to all active players.

A final betting round.

All active players expose their hands. Using exactly two of their personal four cards and three of the five communal cards. The active player with the best high hand is awarded the pot.

OMAHA HIGH-LOW SPLIT

Game Description:

1) Omaha is a form of Texas Hold'em, except the players are dealt four down cards (hole cards) as their initial starting hands. A round of betting occurs. There are three other betting rounds, the flop, the turn, and the river. The five board cards are community cards and belong to all active players. A player must use exactly two cards from his four- card hand (hole cards) and three cards from the board (community cards) to produce his best five- card hand.

The hole cards and the board cards are interchangeable for High and Low. To win the low half, the player must have an eight or better to qualify, or the high hand wins the entire pot.

Omaha uses a flat disc called a "dealer button" to indicate the player, who in theory, dealt the cards for that pot. The button (player with the dealer button) is last to receive cards on the initial deal, and has the right of last action on all betting rounds except the first. One or more blind bets are used to stimulate action and initiate play. Blinds are posted before the players look at their cards. Blinds count as part of that player's bet, unless the structure of a specific game or situation requires part or all of a particular blind to be dead. Dead chips are not part of a player's bet and are taken into the center of the pot.

Blinds are posted by players in consecutive clockwise order from the button. Action is initiated on the first betting round by the player on the immediate left of (in front of) the person who posted the furthest blind clockwise from the button. On all subsequent betting rounds, the action is started by the first active player clockwise from the button. Omaha Hold'em may be played straight-high.

2) The Ranking of Hands is the same as in High or Low Draw Poker, except there is no Joker.

3) All General House and Hold'em rules apply to Omaha games.

TEXAS HOLD'EM

GAME DESCRIPTION:

1) HOLD'em (also known as Texas Hold'em) is a variation of 7-Card Stud. Instead of seven individual cards, each player gets two hole cards. Five community cards are then turned up on the table. As in Stud, Hold'em has structured betting.

Hold'em uses a flat disc called a dealer button to indicate the player, who in theory, dealt the cards for that pot. The button (player with the dealer button) is last to receive cards on the initial deal and has the right of last action on all betting rounds except the first. One or more blind bets, posted before players look at their cards, are used to stimulate action and initiate play. Blinds are posted by players who sit in consecutive clockwise order from the button. Action is initiated on the first betting round by the player on the immediate left of the person who posted the furthest blind clockwise from the button. On all subsequent betting rounds the action is begun by the first active player clockwise from the button.

In Texas Hold'em, a player receives two down cards as his initial hand. There is a round of betting after these cards have been delivered. Three board cards are turned up simultaneously (which is called "the flop"). They are community cards available to all players. Another round of betting occurs. The next two board cards are turned one at a time with a round of betting after each one. After the final rounds of betting have been completed, a player may use any combination of five cards (one in his hand, four from the board, etc.) to determine his best hand. Players may use all of the board cards which is termed "playing the board;" each must announce that he is playing the board before mucking his hand.

Hold'em may be played High-Low split, with an eight or better qualifier for low.

2) The Ranking of Hands is the same as in Draw Poker, except there is no Joker.

3) A new player entering any Hold'em game may get a hand without penalty in any position except the blind.

4) If a player leaves the table for any reason and the blind(s) passes his position, he may resume play by posting the total amount of the blind, and the collection for the game or wait for the big blind. If he chooses to post, the small blind and collection are dead money and are moved to the center of the pot while the big blind is live.

5) The dealer button always moves forward, and the blinds are adjusted accordingly..

6) In all games, the smallest increment chip used in the blind plays in all-in situations.

7) Players who have not taken the big blind may move away from the blind and have two options:

- a. Post the big blind; it is live.
- b. Wait and be dealt back in on the same position

8) If players are dealt the wrong number of cards the hand is a misdeal, unless it is the button card, discovered before action begins which can be corrected.

9) If the flop has too many cards, it will be taken back, except for the burn card, and reshuffled. No new burn card will be used.

10) If cards are flopped by the dealer before all the betting is completed, the entire flop is taken back and reshuffled. The burn card will remain, and no additional burn card will be used for this flop.

11) If the dealer turns up the fourth card on the board before the action is completed, the card does not play. After the completion of the action, the next card is burned and the fifth card is put in the fourth card's place. After action is completed, the dealer will reshuffle the deck, including the card that was taken out of play but not the burn card or discards. The dealer will then deal the fifth card, with no additional burn card.

12) If the fifth card is turned up before betting is complete it shall be reshuffled in the same manner as in the previous rule.

13) A card dealt off the table is treated as an exposed card.

HOLD-EM HI-LO SPLIT POKER

Hold-Em Hi-Lo Split Poker is played with a standard 52-card deck, generally without the joker. The method of play is just like Texas (two card) Hold-Em, except at showdown time, the best qualifying low hand will split the pot with the best high hand. Should there be no player holding a low qualifying hand, the entire pot is awarded to the best exposed high hand.

MEXICAN STUD POKER **(5-CARD – MEXICO STYLE +1-CARD DECK)**

Five Card Stud-Mexican Style is played with a “stripped” standard 53 card deck consisting of 52 cards and 1 joker. The 8s, 9s, and 10s are removed, leaving 41 cards

To receive a hand, each player places a collection in front of him/her in the table’s playing area. The cards are dealt clockwise, beginning to the left of the dealer button.

Each player receives a total of five cards, of which one card must be face down. After the first two cards are dealt, players must turn one card up. A betting round begins with the high card forced to check or make a minimum bet. After the betting is complete, players receive another card, dealt face-down. Players then turn over one of their cards, (leaving one card facedown). The betting round starts with high hand. The fourth and fifth cards are then dealt and played according to the same format. The players with the ranking hand wins the pot.

- | | |
|-------------------------------------|--------------------|
| 1. 5 of a Kind
(including joker) | 7. Straight |
| 2. Royal Flush | 8. Three of a Kind |
| 3. Straight Flush | 9. Two Pair |
| 4. Four of a Kind | 10. One Pair |
| 5. Flush | 11. High Card |
| 6. Full House | |

Ace may be used as a one for a small straight: “A, 2, 3, 4, 5,” OR AFTER A King for a large straight: “10, J, Q, K, A”

All cards 8 through 10 are removed from a regular 53 card deck (deck includes joker, which remains). The joker is “wild” in all cases.

The player with the highest card clockwise of the dealer button will either check or bet.

The highest hand will start the action on all following rounds. Hands are considered to be of equal value whether or not one hand may include the joker. The closest of such hands to the dealer acts first.

If any down card of one or more of the players is exposed by the house dealer, all the rest of the players will receive their cards face down and there will be no betting that round. Betting will continue as usual in all the following rounds.

The game allows for the counting as a straight certain hands containing a non-contiguous progress of numbers due to cards 8-9-10 being removed. These hands are 4-5-6-7-J, 5-6-7-J-Q, 6-7-J-Q-K, 7-J-Q-K-A.

If a player exposes a card during other than prescribed times, it is not considered an exposed card and will be required to play.

Starting after the second card, a card will be burned on each round.

Check and raise is permitted. All raises must be at least equal to the size of the last bet.

Cards speak hold your hand until you are sure of what your opponent has.

Once a card touches the muck, that hand is considered fouled. However, at the Floorman's discretion, it may be considered retrievable.

No string bets or raises

One short buy is allowed for every full buy- in (1 full, 1 short, 1 full, ect.)

Only the player with the dealer button may ask for an additional shuffle.

If you show any cards to one player during or after a hand, any player at the table may demand that you show those cards to all players after a winner is determined.

No rabbit hunting. Once the cards are out of play, players cannot look through the discards or ask the dealer what is coming off the deck.

All players will act in turn. If a player checks, the player who checked first must show his/her hand first.

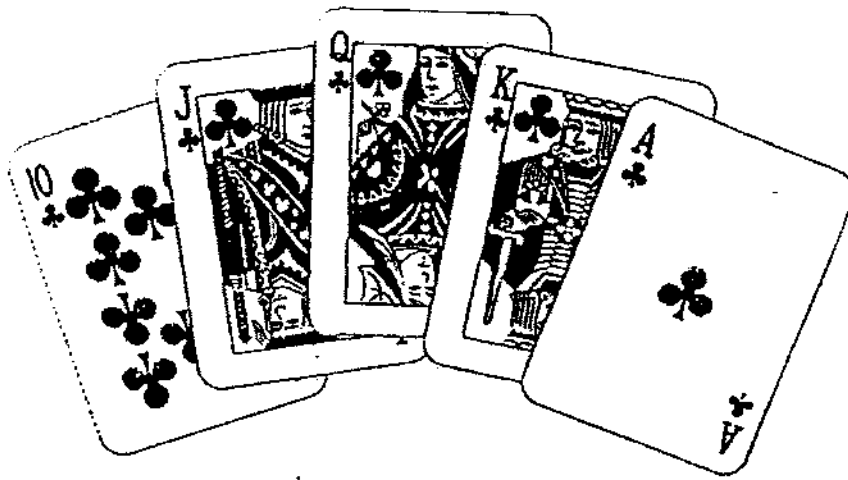
A player who indicates action toward betting or calling will be required to complete that action with a minimum bet. However, If a player is unaware of a raise he/she will not be held to that unless action has been taken behind this act.

FIVE CARD STUD POKER

Five Card Stud is played with a standard 52-card deck. Each player receives one card face down and one face up. They have the option of betting, calling or raising. After each betting round is completed, the dealer will in turn, deal each player one card face up, until each player has received three more [ace up cards (one after each betting round)].

There is one betting round after the first two cards have been dealt to each player. There will be additional betting rounds on the third, fourth and fifth face up cards.

The object is to make the best poker hand using the five cards deal to each player.



SEVEN CARD STUD

Seven card Stud used a standard 52-card deck, generally without the joker. Traditional rankings of hands apply.

Players ante, the size of which is relative to the stake of the game.

Players are dealt three cards in turn, in rotation two face down, one face up

Rounding of betting.

Active players are dealt one card face up (fourth)

Round of betting

Active players are dealt one card face up (fifth)

Round of betting

Active players are dealt one card face up (sixth)

Round of betting

Active players are dealt one card face up (seventh)

Final round of betting

Showdown. Active players expose all of their cards.

Best five- card poker hand in traditional order wins.

Most seven- card stud games have structured betting.

In a structured card betting game such as \$2, \$4, the smaller bet is made on the first two betting rounds, and the larger bet is made after the fifth, sixth and seventh cards. If there is an open pair on the fourth card, the players have the option of making the smaller or larger bet. Spread limit games may be offered.

In seven-card stud, the low card initiates the action and the high hand is first in each subsequent round. The ranking of suites is used only to determine the lowest or highest card for a forced bet. Suites are ranked spades (highest) Hearts, Diamonds, Clubs.

If a player antes and/ or asks to be dealt in but is unable to make it back to the table, he/she forfeits his/ her ante and forced entry bet is applicable.

If a player folds his/her hand after making a forced bet or on a round of checking, his/her seat will continue to receive a card until there is a wager.

If a player has the incorrect number of cards on the deal, the player will receive his/her ante back and will be out of the hand. If it is not discovered immediately and the player takes action on his/her hand, the hand is foul and all rights to the pot and moneys involved are forfeited.

If a player's first or second hole card is accidentally turned up, the third card is dealt face down. If both hole cards are dealt face up, the player has a dead hand and receives his/her ante back.

If a dealer burns two cards or fails to burn a card, move the card to the right position to rectify the error. If it happens on a down card and you cannot tell which card it was, then the player must accept the card.

If a dealer burns and deals a card before a round of betting has been completed, that card or cards must be eliminated from play along with an additional card for each remaining player in the hand. After that round of betting is finished, play resumes in normal fashion.

If any player other than first position, receives his/her last card face up all other players will receive their last card face down. The player or players whose card was exposed has two options:

1. Declaring "all in" for the portion of the pot already played. All other betting will be on the side.
2. May continue to be active in any further action in the pot on the final round.

If the player's final card is exposed, all the rest of the player's cards will be exposed. The player who was high on sixth street remains first to act and all action stands.

If there are not enough cards left in the deck for each player the following will happen:

1. The dealer will deal all cards except the last card. He/ she then scrambles the last card and the burn cards, cuts the deck, burns a card and delivers the remaining down cards, using the last card if necessary.

2.If there are five players remaining without a card, the dealer will not burn and deliver the cards. If the dealer finds that there are still not enough cards using the previous procedure, he/she will announce the use of a community card. The dealer will then burn a card and turn up a card in the center of the table. (Community card) The card plays in everyones hand. The player who falls high on board- using the community card initiates the action.

Players who pick up or turn over any of their up cards after a bet is made risk losing all rights to the pot.

Players who call when they are beat by there opponents up card are not entitled to a refund.

SEVEN CARD STUD HI-LO

Seven Card Stud Hi-Lo is played the same as Seven Card with some variation. Seven Card Stud Hi-Lo uses a standard 52-card deck, generally without the joker. Players try to make the best high hand and the best low hand using any combination of five cards out of the seven in their hand. The low card initiates the action on the first round, with an Ace counting as a high card for this purpose. On subsequent rounds the high hand initiates the action. In a structured limit game, an open pair has no option of making the smaller or larger bet as in Seven Card Stud. If the game is played with a qualifier for low, and there should be no low, the entire pot is awarded to the best exposed high hand. A player may make the best hi and best low to win the entire pot.

SEVEN CARD STUD LOW (RAZZ)

Razz is played with a standard 52-card deck, generally without a Joker. Razz is simply Seven Card Stud played for low that is the traditional ranking of poker hands is reversed. The lowest ranked hand is now the best hand. Best possible hand is 5 - 4 - 3 - 2 - Ace. In Razz, the high card has the forced opening bet and the low hand is first to act thereafter. Contrary to Low-Ball, check and raise is permitted.

DRAW POKER

Draw Poker is played using a standard 52-card deck. A Joker may be added for Aces, Straights and Flushes.

Each player receives a total of five cards. They have the option of calling the bet, raising or folding on the first five cards. If the player decides to play, they may discard and draw cards after the first betting round. A player may draw from 0-5 cards. There would be one more final betting round.

If a player is dealt more cards than the game he/she is playing in calls for, and it is discovered before he/she acts on his/her hand, the extra card will be retrieved and placed on the top of the deck as the burn card. If the card has been seen by the player, card is placed face up as a burn card. The player receiving less than the required number of cards will receive a card from the top of the deck. If either situation occurs after any player has acted on his/her hand, all moneys, antes and blinds are forfeited by that player. The first round of betting is on the first five cards. The second and final betting round is on the cards after the draw is completed.

Each player using their original five cards, or the cards that they received after the draw, tries to make their best poker hand.

Value of hands in sequence:

1. Five Aces
2. Royal Flush
3. Straight Flush
4. Four of a Kind
5. Full House
6. Flush
7. Straight
8. Three of a Kind
9. Two Pair
10. One Pair

Joker used only for Aces, Straights, and Flushes.

No double Ace Flush, which includes an Ace and a joker. The joker would represent the highest card not in the hand.

DRAW POKER HI-LO

Draw Poker Hi-Lo is played with a standard 52-card deck. A joker may be added for Aces, Straights and flushes.

Each player receives a total of five cards. They have the option of calling the bet, raising or folding on the first five cards. If the player decides to play, they may discard and draw cards after the first betting round. A player may draw 0-5 cards. There would be one more final betting round.

The first round of betting is on the first five cards. The second and final betting round is on the cards after the draw is complete.

Each player using their original five cards, or the cards that they received after the draw, tries to make their best high or low poker hand.

If one player makes the best high and low hand using their five cards, then they would be awarded the entire pot. If not the pot would be split between the best high and low hands.

DRAW POKER-JACK'S BACK

Draw Poker, Jack's Back, is played using the rules for Draw Poker except that Jacks-Or-Better are required by the opener of the pot.

When playing Draw, all Draw rules apply~

When playing Low, all Low-Ball rules apply.

To qualify for High, you must have a pair of Jacks-or-Better to open the pot. If the pot is not opened for High, it must open for Low, and all Low-Ball rules Apply.

If the pot is opened falsely and no one else calls, the opener will lose the opening bet, and the hand will be played over without re-anteing. The game is played for low and all Low-Ball rules apply.

CRAZY PINEAPPLE POKER

Crazy Pineapple poker is played exactly like Pineapple Hi Poker with one exception, that is, players who wish to remain in contention for the pot discard one of their personal three cards after the three communal cards are exposed on the table vs. before as in Pineapple Hi Poker.

Pineapple Poker games can also be played Hi-Low.

PINEAPPLE-HI POKER

Pineapple-Hi Poker is played exactly like Texas Hold-Em except:

1. Players receive three down cards each in Pineapple-Hi vs. Two down cards in Texas Hold-Em.
2. Players must discard one of the three down cards if they decide to continue the game and contend for the pot.

All general poker rules and Hold-Em rules apply to Pineapple-Hi Poker.

Blinds are posted as in many other poker games.

Each player is dealt three cards, one at a time, in turn.

A round of betting ensues for players who wish to continue and contend for the pot. Players who chose to remain must discard one of their three down cards at this time. Players who do not wish to continue must discard all their cards and forfeit all rights to the pot.

Three cards are turned face-up in the middle of the table.

A round of betting ensues for players who wish to continue and contend for the pot.

A fourth card is turned next to the initial three.

A round of betting ensues for players who wish to continue and contend for the pot.

A fifth and final card is turned next to the previous four. These five cards are common to all active players.

A final betting round

All active players expose their hands. Using two, one or none of their two cards and the five communal cards, the active player with the best five card high hand is awarded the pot.

TAHOE PINEAPPLE

This Game is played like Texas Hold -Em HI - Lo split Games Tahoe Pineapple is played with 3 cards dealt to the players that do not have to be discarded. Tahoe Pineapple is played as a Hi-Lo Split game. Players can use either one card or two cards from their hand to make the best hand possible. Players also have the option of playing the Board.

Poker Flat Card room provides house dealers for all games, but does not participate in the actual play of the game and has no interest in the outcome of play. No player ever plays against or makes a wager against Poker Flat Card room.

Double Hand Poker

(Pai Gow Poker)

Double hand poker is played with a 53 card deck (one Joker). The Joker can be used as an Ace or as any card to complete a Straight or a Flush. Each Player receives 7 cards. These cards are arranged by the player into two separate poker hands, consisting of a two card front hand and a five card back hand. If both hands of the player beat both hands of the 'Banker,' the player wins. If one hand wins and one hand loses to the "Banker," it is a "push" or tie. If one hand ties the "Banker" the "Banker" wins the hand.

Double Hand Poker uses the same ranking of cards as standard poker games. Backline betting is offered in addition to the player's wagers.

The object of Double Hand Poker is to make two hands that are both higher than the two hands made by the designated "Banker." The front hand, which contains two cards, must be lower in rank than the back hand which contains five cards.

Game Rules

1. Each hand has a "spread" limit defining the minimum and maximum amounts that may be wagers.
2. There is no maximum on dealer wagers.
3. All the action goes clockwise, starting with the action button.
4. The Joker is used as an Ace, or to complete a Straight or a Flush.
5. The "active" dealer may designate any person to shake the cup.
6. The dealer's active hand will not be viewed until all hands have been set. In the case where the dealer's hand is opened before all hands are set, the supervisor will set the hand the most logical way.
7. Once the cup is opened, no one can add or subtract any portion of their wager.
PENALTY: Possible forfeiture of wager to the extent that money covers
8. Once you have received your cards, any attempt to add or subtract from your wager will cause your hand to be declared foul, and your wager will be forfeited to the extent that money covers. You will also be barred from playing and may be subject to prosecution.
9. All cash will be changed to chips. Winning bets will be paid off in chips only.
10. The player who controls the seat is the only "active" player for that position.
11. Only the active player is allowed to handle the cards. However, the backline bettor may participate in the final decision as to how the hand will be played.

12. If the "active" player and the backline player(s) disagree over the play of the hand, the player with the largest wager makes the final decision. If two or more players have equal bets on the spot, and disagree on the play of the hand. The "active" player will have the final say.
13. "Kum Kum" or partnership bets will not be permitted except by the "dealer." In that event, "Kum Kum" bets will be paid off and/or collected as one bet.
14. Player(s) who choose to be "Kum Kum" (on dealer's spot) must each wager at least the minimum bet permitted at the table.
15. Players who bet "Kum Kum" do so at their own risk. The house will not hold up action or be responsible for settling disputes that arise from "Kum Kum" bets.
16. All players, including the dealer, are required to put the entire amount of their wager in the circle before the cup is opened. Only money in the circle plays.
17. You must bet at least the minimum. Less than minimum bet receive action, however, this practice will not be tolerated.
18. Any amount over the maximum limit permitted at the tables will receive no action.
19. The amount of the dealer's wager is to be determined by the House dealer prior to opening the first players hand.
20. After the announcement "all hand set," player may not touch their cards or their wager.
21. If the spot has no wager on the previous hand, no one may be dealer on that spot for the next hand.
22. A player who removes a winning wager from the betting circle may have to pay the maximum bet (to the extent that money covers) if the correct amount of the wager cannot be determined.
23. A player who removes a losing wager from the betting circle may have to pay the maximum bet if the correct amount of the wager cannot be determined.
24. All players (including the dealer) are responsible for protecting their own hands. If the player fouls their hand the wager is forfeited to the extent that money covers.
25. Any player having an incorrect number of cards may have a fouled hand. It is the player's responsibility to notify the house supervisor of the problem prior to the dealer's hand being opened.
26. There will be no hand "conceded." All hand will be exposed and read by the House dealer to the extent that money covers.
27. Statements regarding the value of a player's hand are not binding. The cards speak for themselves.
28. No side bets of any kind will be allowed.
29. A player may see only one hand regardless of the number of hands on which he or she has wagered. A player can only be the "active" player on one spot and only at one hand, regardless of the number of hands in which he has wagered.
30. If an active player chooses not to wager on his or her spot (for whatever reason), he or she may not prohibit any other player from wagering on that spot, that player will automatically be allowed to wager or backline on that spot until the dealer button has been moved to the next player.
31. A misdeal will be declared if: (1) a Joker or Ace is boxed or exposed, (2) if two or more cards are boxed or exposed on the deal.
32. A boxed or exposed card on the deal will be replaced after the deal is finished by the

first of the remaining four cards.

33. Players are responsible for the final setting of their hands. The House Supervisor may assist and/ or offer advice upon request, but is not responsible for final decision.
34. If a player sets their hand with the highest hand in the two-card hand (the five-card hand does not rank higher than the two-card hand), the hand is foul and the wager is forfeited to the extent that money covers.
35. If a player puts three cards in one hand and four cards in the other, or one and six in the other hand, the hand is foul and the wager is forfeited to the extent that money covers.
36. The House dealer cannot allow the dealer to set his or her hand foul. If the house Supervisor mistakenly allows a foul hand to be played, it will be reset the House way by the management and play will continue.
37. The dealer's hand is not set until the dealer has signified his or her final decision in an obvious manner to the House dealer.
38. Once the hand of the player with the action button is exposed, the dealer may not reset his or her hand.
39. A player may request a change of deck only after the dealer has had both deals or when the dealer's button is moved to the next spot.
40. When two of the same cards are turned up, the hand will be declared a misdeal.
41. A hand that has been misread by the House dealer will play at true value if it can be retrieved intact.
42. Management reserves the right to make decisions which are in the best interest of the game. Therefore, under special circumstances, a decision may be rendered that is contrary to the strict and technical interpretation of these rules.

Push 9

Push 9 is played with a 52 card deck. All cards are played at face value each player receives three cards. The highest possible value is 9. For example: if a hand contains 3-3-3, for a total of 9, it is considered to be the highest value.

HAND RANKINGS

1. Three 3's (333)
2. Three of a Kind AAA...->...->...->...222
3. Straights
4. Any three picture cards
5. Total value 9...->...->...-...0

PUSH POTS

When a split pot situation occurs (two or more hands of equal value) players may elect to play a push-pot hand.

PUSH POT HANDS

In a push pot House dealer will count and announce the amount of half the pot (in case of odd amount, lesser amount is used) any player active in the previous hand may play one more hand (with double limit) by putting this amount into the pot. Betting will proceed as in previous hand with a double limit.

KUM KUM BETTING

Kum Kum betting will be allowed only in push pot hands. One player controls hand, the other player's are given an Out Button and dealt out.

SIDE POT

Only main pot can become a push pot. Side pots are always split and awarded to winning hands. Side pots cannot become push pot.

ALL IN PLAYER

Any player that is all in and involved with a push pot may still be entitled to a new hand to play for entire main pot.

Game Rules

1. One player to a hand (only original hand owner may play the hand dealt to them. No passing of hands.)
2. Chips are not allowed to leave the table except to buy food or drinks...
3. Action Button initiates action.
4. Each player receives three (3) cards only.
5. Only main pot can become a push-pot.
6. When a push pot situation occurs (two or more hands of equal value) player may elect to split instead of being forced into a push pot hand.
7. Winner of the hand receives Action Button.
8. In case of a split Action Button will be awarded to the winning player nearest the Action Button clockwise.
9. When the winner of the last hand leaves the game for any reason the Action Button will be moved to the first active player clockwise.
10. English only during the hands.
11. Kum Kum bets are only allowed in push pot situations and only before hand are dealt.
12. Kum Kum bets will be treated as a one person bet. Division of chips will be the responsibility of the players.
13. Management reserves the right to make decision which are in the best interest of the game. Therefore, under specials circumstances a decision may be rendered that is contrary to the strict and technical interpretation of these rules.

Pan

Pan is played with 320 cards; 8s, 9s, ~10s, and jokers are omitted. Chips are used for settlement. Additional cards (Spades) may be deleted.

The object of the game is to have eleven cards, face up in front of you, on the table in valid melds. The first player doing so is the winner and receives from each player with cards and chips (also those with hands that are fouled) the total value of his/her melds as they lay, two for winning the hand plus the tops (antes), which must be given to his/her last. he/she is the first player dealt to on the next hand.

Rank of Cards

Cards in each suit rank K (high), Q, J, 7, 6, 5, -1, 3, 2, Ace. The jack and seven are in sequence. There is no rank of suites, except that Spades pay double in some cases. (See (conditions))

The Draw

Cards are always dealt to the right (counter clockwise) not to the left as in most games. They are dealt five cards at a time, in the beginning deal, four cards are turned down and the fifth card is turned up to each player. The lowest card up is the eldest hand. From then on, the winner of each hand is dealt to First, and is first to act

The Shuffle

The Pan dealer (mucker) is responsible for shuffling the deck. After each hand, the discards are shuffled with a portion from the back of the deck, to which position these cards are then restored.

The Deals

The dealer (mucker) gives each player ten cards, in two rounds of five at a time, beginning with the winning player. For the deal he/she takes cards from the front of the deck, restoring any excess to the front of the deck.

Going On Top

Before play status, each player beginning with the winning hand declares whether he/she will stay in the play or retire. If he/she retires, he/she discards his/her hand and forfeits his/her ante. Hands discarded by retiring players are not returned to the deck, but are set aside so that they may not be drawn in play. The forfeits go to the player who goes out.

The Play

Starting with the player to the right of the dealer, each in turn draws one card, from the top of the deck or from the top of the discard pile. If he/she takes the top card of the deck, he/she must immediately use it in a meld or discard it. He/she may draw from the discard only if: 1) the top card of the discard pile was drawn from the deck and discarded by preceding player; and 2) he/she can immediately meld this card in a combination

After drawing and before completing this turn by discarding one card face—up, the player may meld as many sets as he/she holds, or add to his/her existing melds.

The object of play is to meld eleven cards, the first player to do So Wins the game.

Melds

Each meld (or spread) must be at least three cards, it may be as many as eleven for convenience the melds are classified as sequences (usually called ropes) and sets

Sequence

Any three card in sequence of the same unit, as Heart Q, J, 7.

Set

Three cards oh the same rank and of different suits, as Heart 4, Spade 4, Club 4, or of the same suit, as Club QQQ. In addition, any three aces or any three kings Form a set regardless of suit, as Diamond A, Diamond A, Club A

Conditions

Certain melds are called condition. On melding a condition, the player immediately collects chips from every player, as Follows:

All threes, five's, and sevens are vale (pronounced valley) cards, that is cards of value. Cards of other rank are none—vale.

The Conditions are:

1. Any set of vale cards, not in the same suit, 1 chip.
2. Any set of vale cards, in the same suit, -4chips in Spades, 2 chips in any other suit.
3. Any set of non-vale cards, in the same suit, 2 chips in Spades, 1 chip in any other suit.
4. Any sequence of A, 2, 3, in the same suit, 2 chips in Spades, 1 chip in any other suit.
5. Any sequence of K, Q, J, in the same suit, 2 chips in Spades, 1 chip in any other suit.

Increasing

A player may add one or more cards to any of his/ her melds provided that the character of the melds is preserved. To a set of different suites he/she may add any card of the same rank, to a set of the same suites another of the same rank and any suite. When such cards are so added to a condition, the player collects the value of the original condition for each additional card, except that only half the value is paid for additional to a set of three vale cards in the same suit (2 chips in spades, 1 chip in any other suit)

One meld may be split into two by the addition of cards, provided that two valid melds results. For example: Diamond J, 7,6, 5, may be split into two melds by the addition of Diamond Q, 4 The advantage in splitting is to increase the number of open ends. If splitting a meld creates a condition, the player collects for this condition, 2 chips in spades, 1 chip in any other suit. For example: the player had melded four 4's, one of the same suit he/she make two valid melds, one of them a condition.

Borrowing

A player may take a card from one of his/her increased melds to make a new meld, provided he/she leaves a valid meld. For example: From Club 7,6,5,4, he/ she may borrow either 7 or 4, but not the 6 or 5

Forcing Card

If the top of the discard pile can be added to a meld of the player to whom it is available, any other player may, if he/ she desires to require the player to take that card. The purpose in forcing this draw on the player is to compel him/her to make a discard, thereby possibly breaking up a prospective combination.

Going Out

When a player shows eleven cards in melds he/she collects two chips from every player and also collects all over again for each condition in his/her cards

When a player has all ten cards spread, the player at his/her left may not discard a card that puts his/her right—hand opponent, unless the player at the left has no other possible choices.

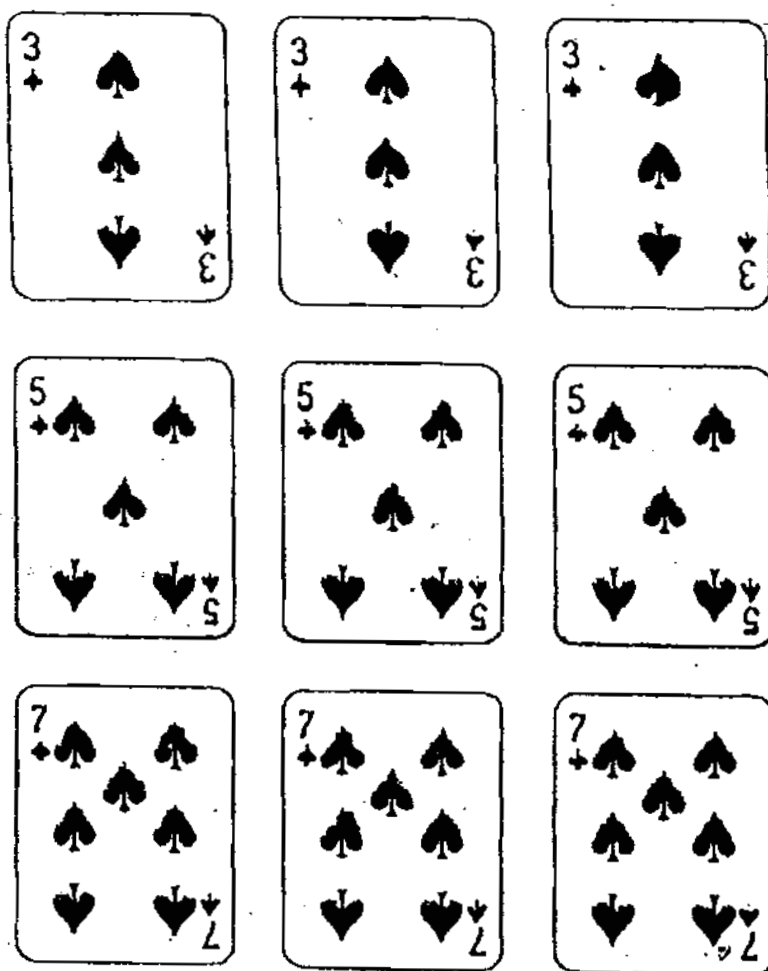
Irregularities

If, before he/she has made his/her first draw, a player finds he/she has nine cards, dealer will serve him/her the additional card. If a player has eleven cards, the dealer withdraws the excess card from a players hand and puts the card among the discarded hands of retired players. If a player has been dealt less than eight cards or more than twelve cards, the hand is dead and the player's ante will be returned.

If a player's hand is found incorrect after he/she has made his/her first draw, he/she must. Discard his/her hand, retire from that deal and return all collections he/she has made for conditions. In addition, he/she must continue to make due payments to others for conditions and for winning.

Incorrect Meld

If a player lays down any spread not conforming to the rules, he/she must make it valid on demand. If he/she cannot do so, he/she must return any collections made in consequence of the improper spread and legally proceed with his/her turn. If he/she has already discarded, he/she must return all collections he/she had made on that hand, discard his/her hand; and retire from play until the next deal, but must continue to make due payments to others for conditions and winning. However, if he/she has made the meld valid before attention is called to it, there is no penalty.



Super 9

This game is also called “Super Pan 9” or “Pan 9”.

The deck consists of 8 regular deck with the 7's, 8's, 9's and 10's removed (288).

All cards are played at face value, except picture cards which are valued at zero. Each player receives three cards and has an option, in turn, of being dealt one additional card. The highest possible value is 9. For example: If a hand contains 5-5-5 for a total of 15, it is considered to be 5.

If the player's hand is closer to 9 than the designated “Banker's” hand, the player wins. If the “Banker's” and player's hand add up to the same value a “push” or tie results. In the event of a tie no one wins or loses.

Super 9 offers backline betting in addition to the player's wagers.

Game Rules

1. Table has a “spread” limit defining the minimum and maximum amounts that may be wagered.
2. There is no maximum on the dealer wagers.
3. All action goes clockwise, starting with the action button.
4. Statements regarding the value of the player's hand are not binding. The cards speak for themselves.
5. All players are forbidden to show or discuss their hands with any other player.
6. No side bets of any kind will be allowed.
7. A player can only be the “active” player on one spot and look at one hand. Regardless of the number of hands which he or she has wagered.
8. A misdeal will be called if the action hand is dealt to the wrong spot, providing there has been no action.
9. A boxed card in the shoe is dead and will be replaced by the next card.
10. All exposed cards (on the initial deal or after the draw) will play as dealt.
11. Each player must request a card, in turn, verbally or by a motion with hand or cards toward himself or herself. Any other motion with hands will not be acceptable to receive card.
12. When the dealer's three-card totals a live or less, the House Dealer will automatically draw a card for the dealer.
13. When the dealer's three-card total seven, eight, or nine the hand will automatically stand (play).
14. If a player is passed over without getting a draw, the House Supervisor will back up the draw so the passed player gets a card as long as the Dealer's hand is not opened.

15. If the dealer has not drawn a card. The House dealer must be certain of a decision to stand before announcing the total and proceeding to settle wagers.
16. There will be no misdeal declared after the draw has commenced. Except when the dealer's hand does not have three cards.
17. All players including the dealer are required to put the entire amount of the wager in a circle before the cup is opened. Only money in a circle plays.
18. If a card has been removed from the shoe at the request of the "active" player, it must play
19. You must bet at least the table minimum. Less than the minimum bets will receive action, however this practice will not be tolerated.
20. Any amount over the maximum limit permitted at the table will receive "no action."
21. After the cup is opened, player may not touch their wagers. PENALTY: Possible forfeiture of wager to the extent that money covers.
22. If an action player chooses not to wager on his or her spot (for whatever reason), he or she may not prohibit any other player from wagering on that spot. Once any player has wagered on this spot, that player will automatically be allowed to wager or backline on that spot until the dealer button has been moved to the next player.
23. All players (including the dealer) are responsible for protecting their own hand. If a player fouls a hand through carelessness with other cards, the wager is forfeited to the extent that money covers.
24. There will be no hand "conceded." All hands will be exposed and read by the house dealer to the extent that money covers.
25. A player who removes a winning wager from the betting circle may be paid the minimum bet (to the extent that money covers) if the wager cannot be determined.
26. A player who removes a losing wager from the betting circle may have to pay the minimum bet if the correct amount of the wager cannot be determined.
27. A hand that has been misread by the house dealer will play true value if it can be retrieved intact.
28. When the House dealer deals a card off the table the card is dead and the player will receive the next card.
29. Any player having an incorrect number of cards may have a fouled hand. It is the responsibility to notify the House supervisor of the problem before the draw.
30. Only three (3) active players are allowed to be the dealer at the same time.
31. Management reserves the right to make decisions that which are in the best interest of the game. Therefore under special circumstances a decision may be rendered that is contrary to the strict and technical interpretation of these rules.

CALIFORNIA BLACKJACK ("22")

California Blackjack is played with a standard deck of cards (52) with four Jokers added for a total of 56 cards.

The object of the game is to have cards whose face value is closer to 22 than the face value of the Designated Player/Banker's ultimate cards. If the face value of a player's cards is closer to 22 than the Designated Player/Banker's total, he/she wins. Otherwise, he/she loses.

If a player's card total and the Designated player/Banker's card total is the same, neither wins and the player's bet is returned.

You can't bust in California blackjack. It is possible to win with 23 or more. If the face value of both hands are equal distance to 22. But one is under and one is over 22 the under hand wins. Example: player's hand is 24 and the designated player/banker's hand is 20. Although both hands are two away from 22 the designated player/ banker wins because that hand is under

Values for the cards are:

Aces = 11

Face cards = 10

All others = their face value

Jokers = 11

Players make a bet and post the proper collection.

All active players are dealt two cards face down, one at a time, in turn, in rotation. The designated player/banker is dealt one card face down and one card face up.

Any player who is dealt a natural 22 (two aces, two jokers or one of each) in the first two cards must immediately open their cards. The wagers are paid immediately, to the extent that the designated player/banker's money covers, regardless of their position in action.

Each player, in turn, can elect to draw additional face-up card(s) in an attempt to improve their total. they may not draw past a hard 22

After all players have exercised their opinion for additional card(s), the Designated Player/Banker's cards are exposed and the same option is available to him/her. Starting with the ACTION hand, each player's hand is exposed in turn and compared to the Designated Player/Banker's hand total to determine the winner based on the above criteria.

If Designated Player/Banker has a natural and does not let the house dealer know and the players draw to their hands, the hand can now only be played as a two or twelve and Designated Player/Banker must now draw to make a higher hand.

